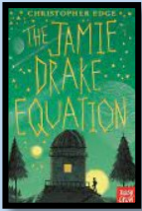


Are all planets the same?



Core Text: *The Jamie Drake Equation*

Project Outcome: Design, make and programme a space buggy

English: narrative & non-chronological report

Maths: Place value & addition & subtraction

Science: Explore Earth and Space looking at the different planets and their properties. Explore Mars and whether it habitable

DT: Design and make a movable space buggy using a crumble board (construction & electrical components)

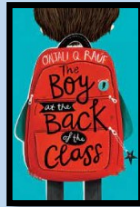
Computing: Programme a crumble board to move the space buggy.

Geography: Understand latitude, longitude, Prime & Greenwich Meridian & time zones

PSHE: Being me

PE: Handball and gymnastics

Why do people migrate?



Core Text: *The Boy at the Back of the Class*

Project Outcome: Produce a gallery of drawings from a scene of London.

English: journey narrative & persuasive letter

Maths: multiplication, division & measure

Geography: Identify countries where people have migrated from and to

Science: Explore changes in materials and whether they are reversible or irreversible

Art: Children use drawing skills to create a scene of London

Computing: Sharing information.

PSHE: Celebrating Differences

PE: Basketball and dance.

RE: Explore the question, 'Why do some people

Music: Melody and Harmony in Music

How can engineering create inclusivity in sport?



Core Text: *Race to the Frozen North*

Project Outcome: To design and create a lift for a parabob.

English: narrative & newspaper report

Maths: fractions & geometry

Science: Children learn about forces and identify how forces & understand how resistance & friction can enhance the performance of moving things

DT: Create a lift using pulleys.

Computing: Video production

RE: Explore the question, 'What does it mean to be a Muslim in Britain today?'

PSHE: Dreams & Goals

PE: Yoga and tennis

Music: Composing and Chords

What was life like during the Anglo Saxon and

Viking period?

Core Text: *Viking Boy*



Project Outcome: Produce a quiz on Anglo-Saxons and Vikings

English: Viking saga & non-chronological report

Maths: fractions, decimals & percentages. Calculating with decimals

History: Understand how trade routes developed & the innovations during the 'dark ages'

Computing: Selection in quizzes

Geography: Identify trade routes completed by Vikings

PSHE: Healthy Me

RE: Explore, 'If God is everywhere, why go to a place of worship?'

PE: Tag rugby and fitness

Music: Enjoying Musical Styles

Chipping Sodbury Festival—Best of Bristol

Core Text: *The Girl of Ink and Stars*



Project Outcome: To create a piece of art for the Chipping Sodbury festival

English: narrative with alternative ending

Maths: geometry, measure & transformations

Geography: Explore the counties, cities & coasts; and name and locate rivers of the UK. Describe different types of rivers and different types of land use; fieldwork visit to the River Frome.

Art: Create a piece of art using the themes from the Chipping Sodbury festival

Computing : Vector drawing

PSHE: Relationships

PE: Athletics and swimming

Music: Freedom to Improvise

How can we encourage our community of Chipping Sodbury to lower their food miles?

Core Text: *The Varmints*



Project Outcome: Plant, grow and make a healthy meal

English: narrative & recount

Maths: Measure & consolidation of maths

Science: Learn about the life cycle changes of plants & the impact climate change is having upon animals and plants. Grow vegetables in the school allotment.

Geography: Understand human activity (e.g. food miles) has an impact upon climate and global warming

DT: Design and make a savoury meal.

Computing: Flat-file Databases

PSHE: Changing me

PE: Hockey and cricket

History: History of Chipping Sodbury

Music: Battle of the Bands!